

QuestBusters™

The Adventurer's Journal

Vol. X, #9

October, 1993

Not sold in stores

GATEWAY II: HOMEWORLD

Based on Frederick Pohl's *Gateway* series — some of the best science fiction ever written — *Homeworld* hurtles you across the universe to visit the home planet of the Heechee. As in the first *Gateway*, Legend devised a fresh plot draped in Pohl's "Heechee civilization and Gateway Corporation" theme, and again it works like a charm.

Heechee mania paralyzes earth as the curtain rises and the Artifact, a huge pale space ship, materializes in the sky one fall day in the year 2112. Retired as a Gateway miner who teleports to unknown destinations courtesy of Heechee hardware found drifting in space, you are duped into helping Gateway explore the mysteries of the Artifact — is it indeed of Heechee origin, can diplomatic communications be established with whoever is aboard, or can it be salvaged if it's empty?

Escape from Phoenix

The story unfolds in five parts. In the first, you must escape killers from the Phoenix cult, worshippers of the Heechee's antagonists, the Assassins. Planning to steal the *Aquila*, the only ship that can

quickly reach the Artifact, they stage an all-out attack on the base as you make your way to board the ship. While you wander around examining things and trying to figure out what to do next, a dramatic report erupts over the hand-held radio you retrieved from a dead cult member, describing the battle in quick bursts of sentences that rattle off like a machine-gun.

Part One poses simple puzzles, though the last one is deceptive. Legend gives everyone a fast payoff with an animated space ship sequence for solving a relatively easy puzzle in the first steps of the game.

And as you progress to puzzles that are even harder, more animated sequences link the next four parts as well as certain events that occur within an individual part.

Once you reach the Artifact in Part Two, you'll find alien zoos reminiscent of *Starcross*, a robot spider bent of

eating your brains so your mind can be recreated inside the ship's computer, and an evil entity you must defeat before taking control of the Artifact and heading it back to earth. After a seemingly neverending string of obstacles, you wind up on the

home planet of the Heechee and see firsthand what all the Heechee hubbub was about. Maybe with luck you'll even get back to earth.

"How to" — Heechee style

Some puzzles involve using Heechee artifacts such as a crystal rod, on things. As a result, more than a few may be solved

merely by experimenting with items. Getting there is half the fun in a quest like this, and the abundance of humorous responses to actions that don't work as you intended give *Homeworld* high marks in entertainment value.

Other puzzles, even the trickiest, are still fair. The necessary item is usually located in a

Continued on page 14

Type Animated adventure
System IBM Required:
640K, hard disk, **Supports:**
VGA, VESA, SVGA, Roland,
Ad Lib, Sound Blaster & Pro
Recommended: Microsoft-
compatible mouse
Planned ports None

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by Shay Addams

ADVENTURE ROAD



Book of Clues ships

If this issue arrives a bit late, it's because the entire staff has been busy for a week shipping the new Book of Clues. Advance orders are being sent in the order in which they were received. We are sending the book, not the solution of choice right away, to the most recent orders. (By the way, don't forget to check out the special offers on the last page.)

Eight ways from Sunday

Ultima VIII: Pagan is a tentative Christmas release. Origin's *Shadowcaster* could also be out by then. More action than role-playing, it uses a dramatically enhanced version of ID's *Castle Wolfenstein* engine in a game originally written for the Amiga.

Homey plays that

Capstone's latest license is potentially their funniest — *Homey D. Clown: The Computer Game with an Attitude*. It's an action adventure in which Homey tries to cross the streets of New York to audition for his own TV show. It's only \$34.95 and required 2 megs.

Interplay's Tenth

There have been a lot of birthdays in the games industry lately — now Interplay is publishing a *10th Anniversary CD* to celebrate theirs. It will include *Wasteland* and other top hits from Interplay. In October, look for the CD versions of *Star Trek: 25th* and *Lord of the Rings*. Next month Interplay will ship a strategy game called *Star Reach*. *Stonekeep* is now set for spring.

The Hand of Fate

The Legend of Kyrandia II is such a major departure from the first game in Westwood's *Fables and Fiends* series, that they changed the name to *Hand of Fate*. It is due in mid-November. The CD version, with voices and over 30 actors, should hit by Christmas. The CD version of *Lands of Lore* is planned for November; it uses a big cast of actors and complete voice support. Westwood's *Young Merlin* will arrive for the Super NES in January.

Sierra's on the move

Where are all the new adventures? Sierra scheduled most of their fourth quarter games in October and November. (Any that miss their ship date will probably show up in December.) In October, look for *Gabriel Knight* and *Quest for Glory 4: Shadows of Darkness* (both CD and floppy). November promises sequels ranging from *Inca 2* and *Goblin 3* to *Police Quest 4* and *Leisure Suit Larry 6*.

MacQuesting

Pathways to Darkness is an amazing new Mac game that uses texture mapping to add detail to the 3-D polygons, creating a lush and realistic environment. It is set in a Yucatan pyramid, where you have six days to save the world.

Ye CD column

Beginning next month, we'll feature regular CD coverage in a new column from Paul Shaffer. Meanwhile, the CD *Gateway 2: Homeworld* employs lots more animated scenes. *Eric the Unready* is also on CD now. A CD *Companions of Xanth* will follow the fall release of the floppy.

Quest for Mail

Dear QuestBusters:

I read the "CES Party Report" in September and was annoyed by the complete absence of computer game information or anything remotely relevant. I am puzzled as to how Ceccola's accounts of vendor party attendance and evaluations of those parties in terms of his personal enjoyment could be construed to be of even passing interest to your readers.

Irene Sylvia

We've always reckoned that you'd like to know more about what goes on behind the scenes at CES — not to mention seeing how the game companies squander tens of thousands of your dollars to entertain a bunch of freeloading journalists like us. Yours is the first negative letter about the Party Report, but we'll watch for more letters and take appropriate action in our Winter CES coverage.

QuestBusters

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BLADE OF DESTINY REALMS OF ARKANIA

After primarily reviewing for *Simulations!*, I was in a state of role-playing withdrawal. Just as I was about to dust off a copy of *Pools of Radiance* (hey, I said I was desperate), along came a new assignment: review Schmidt Spiel + Freizeit GmbH's new game, *Realms of Arkania: Blade of Destiny*. Based on the number one selling German RPG system *Das Schwarze Auge* and distributed here by Sir-Tech, *Arkania* provides a level of realism rarely seen in computer-based RPGs. Jumping at the chance, I threw all 7+ megs of the game onto my hard drive.

With the Sir-Tech name on the box, I was expecting a really great product; I've been playing their games since their first entertainment product — *Wizardry: Proving Grounds of the Mad Overlord*. While *Arkania* differs considerably from most Sir-Tech games, its unique character shows promise, and the

minor faults are easily overlooked when you look at the whole package.

Complex characters

You create a number of complex characters (limited only by available

disk space), bind six of them into a party of adventurers and set out on an adventure to recover a sword of great power and wield it

in the pending Orc invasion. But first you must search out relatives of the survivors of the last campaign against the Orcs and persuade them to give you nine sections of a map that will lead you to the Demon Sword. This will send you on an overland journey over a vast landscape fraught with peril and puzzles of increasing difficulty.

Graphics are very rich in color and detail. In a unique touch, each character and enemy icon has a unique "death" animation associated with it. When you kill an Ogre, for example, his skin turns an ashen grey and he literally crumbles into a pile of ashes.

Movement across the overland map is controlled by a "signpost" in each town. This takes a little away from the realism, but it is only a minor annoyance, as it also makes sure that you have at least some chance of finding the large number of "special" encounters. This prevents the game from becoming too like the *Might and Magic*-style quests in which you must ensure that you traverse every square inch of the map lest you miss something important.

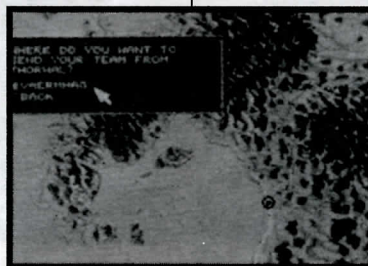
Even a relatively uneventful journey from one city to another has a great deal of activity in which the player may indulge. Once in Camp, you have the option of searching for rare herbs needed for alchemical brews, hunting for food and water, casting spells, tending wounds, and standing guard in preparation for any night-time

"surprises." *Arkania* isn't as combat-intensive as other role-playing games, but there is enough for even the more blood-thirsty players.

The game isn't without its own faults, however. One annoying factor is its mouse-intensive interface, which is quickly being dubbed "point-and-scream-in-pain" thanks to the tendonitis in my wrist. Using the keypad for movement and

menu selections helps to a certain extent, but a better arrangement of "hot keys" would have improved the design. Also, there are a number of "special events" in some of the dungeons. Some of these events will prevent you from continuing the adventure in that dungeon, though not the overall quest. Saving the game in the dungeons costs each player fifty experience points, so save only when you must, and always remember to save the game at the temples in town where the penalty does not apply.

Death is another problem. In order to have any of your characters resurrected (a time-honored staple of RPGs), you must go to a temple, donate an unspecified amount of money and pray for the character's return. The prayers result in a random event, and may have you wondering if you're not better off without ol' Slugslayer after all, as it might take far more time to bring him back than to exit the game, re-roll the character and journey back to Thorwal where the adventure began to pick



Type Fantasy role-playing

System IBM Required:

640K, hard disk, 286+

Recommended: 16MHz+

and mouse **Supports:**

256-color VGA, MCGA; Ad Lib & Gold, Roland, Sound Blaster and Pro, Pro Audio, Thunderboard

Amiga Required: Amiga

500, 600 (hard disk required), 1000, 2000 with

one meg RAM. **Recommended:** expanded RAM and hard disk

by Bruce Wiley

Continued on page 5

BLOODNET

Deck in place. Install Looker, Memory Chip and Soul Box. Wear Cloak. Load Anti-ICE software. Inject Nanomachine. Prepare for entry. Enter Cyberspace.

William Gibson's *Neuromancer*?

No! It is *Micro Prose's* latest Animated Graphic Adventure, the world of *BloodNet*. Data Angel, Data Cluster, Matrix, Morph Code, Milacemine 27, Net, TransTech, Web and Well will all become familiar places and things as you enter this sci-fi fantasy world of the future.

BloodNet — what seems at first a strange title for a CyberPunk story line quickly begins to make sense when you enter the game and discover your role is that of a vampire. Or at least half of one, a vampire who spends a lot of time in the Net, or Cyberspace, in the future world of New York City, circa 2094. Cyberspace, AKA the Net, C-Space, Matrix or Web, is a virtual reality dimension where computers interact with one another in the space where information travels from modem to modem.

Into the net

You, as Ransom Stark, will enter this pseudoworld where human consciousness merges with computers. Your mind will interact directly with data, your thoughts will become immediate reality and mundane tasks will be handled intuitively.

You will not be alone. Others will join and follow you. But inevitably you alone will have to

decide your own fate, in a city populated by vampires! You have fallen prey to one of the vampires. However, a neural implant keeps you from becoming a full vampire. Your goal is to find the means to purge yourself before the implant

expires and you are damned to an eternity as a full vampire.

A Bloodlust indicator represented as a vertical bar at the right of the interface indicates the urgency of

your need to feed on blood. A humanity indicator represented as a horizontal bar under the game icons indicates your status as a half-man/half-vampire.

Behind the screams

In *Bloodnet* you will discover what it means to be a vampire. You'll learn things about vampires from the numerous interactive characters, and in the end will have to decipher the program that grants ultimate power in Cyberspace. In actuality you will travel through two planes of existence.

In addition to Cyberspace, you will spend much, if not more, of your time traveling the streets of Manhattan.

Travel in New York is accomplished by selecting a map from a horizontal row of icons that are hidden from view until you move your cursor into the upper section of the screen. Once the map

appears, you can select any of several flashing red triangular symbols to travel to that location. When you arrive, you will be shown a menu choice of locations within that location. Some locations will only show up after you have elicited that location from the many and varied NPCs.

Each location presents a still frame shot with your character visible, as well as any other characters present in that location. From here you can move around the screen, examine items, pick up and drop items, use items and converse with characters, or engage in combat.

Generic combat

Combat occurs on the same screen as NPC interaction, with the interface replaced by a combat interface menu. All NPCs are represented by a generic combat figure based on the character type. For example, all Rage Gangsters share a combat figure, as do most

vampires.

Characters are then placed, one at a time, at any location on the screen. After all characters

are placed, combat commences. You can choose Quick or Descriptive combat. In Quick Combat, the computer makes all the decisions. You control your party in Descriptive Combat.

In some locations you will be able to recruit characters to join your party, if you pay the price. You can recruit five NPCs, for a total party of six. You're not stuck with any choices you make, and



System IBM Requires:

386+, 640K, hard disk, DOS 5.0+, VGA, 2 megs RAM.

Supports: "all major sound cards" **Strongly recommended:** mouse

Planned ports none

by Fred J. Philipp

can dismiss a character at any time. You can generate your character or opt for Quick Generation. Manual Generation is broken down into Physical, Mental, Personality, Combat and Cyber skills.

Hello Dali

Cyberspace is presented in a surreal, Salvador Dali-like atmosphere. Your silver image rotates and can be moved around. Here you will encounter FATs, NPCs, Wells and ICE. The background is sky-like, with colorful objects entering, expanding and moving through the screen you're occupying.

The hidden overhead game interface consists of six icons, which control: Combat (quick, descriptive, bite), View (map, search, examine, use), Party (rest, dismiss), Deck (enter Cyberspace, view decking unit), Computer (replay dialogue, contacts, money) and lastly Game (save, restore, new, music on/off).

Pressing a number from 1 to 6 will bring up a Character Information Sheet that displays the Party Members (from 1 to 6), their skills and their inventory. From the Inventory you can "garb" yourself (wear items), examine, use and drop items, and jury-rig one or more items with others to build another item.

Quick clues

Enough said. Let's get into the game. You start out in Thackett's Lab. Check out the area, then enter Cyberspace. Locate a FAT terminal and talk to it. When prompted, type in the word "HOPE".

You will be transferred to Thackett's Cyberspace Well. There

you will locate a journal. Read it. Exit Cyberspace. Bring up the map. Head for Times Square and your favorite bar, The Abyss. You can recruit any of these mercenaries. Recruit at least two of them.

Conclusions: Graphics are simple but adequate.

Music is limited and repetitive.

There are no sound effects.

There is no scrolling. The story line is unique and reminiscent of

Neuromancer of a few years ago.

Combine Bram Stoker with William Gibson and you have *BloodNet* in a *BloodNut* shell.

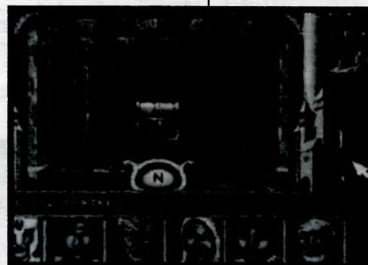
Hey, it's summer, or the end of it, and pickings are slim. Fall is on the way with the next anticipated glut of software. Until then, give this vampire tale a bite — more than a bite, *Bloodnet* is a whole meal. [It is shipping later this month.]

Difficulty: Novice to Intermediate

Company: Paragon/Micro Prose

Price: \$69

QuestBusters price: \$59



Arkania ... from 3

him up.

Another minor point of irritation is the music. This seems to be where most games begin to falter, and *Realms* is no exception. Here it is best described as "Bad Banjo Music."

Teeming towns

But the game has far more high points than these lows. The scenario is incredibly

detailed and full of character interaction. Towns are teeming with people to talk to, buy things from, and in the case of Daspota — a city overrun by Pirates — hack to bits. Those of you who are at least noddingly familiar with Finnish and Icelandic heritage will notice how the NPCs are named after their parentage, not by a common surname. This makes gameplay easier, as you can trace the family lines of the great warrior Hygglik, whose sword you seek. **Conclusions:** *Arkania* is a real winner in its graphics, playability, uniqueness and fun. Although it has a few flaws, they are the type that are shared by many of the games on the market today and are reasonably minor. The scenario is well-developed and detailed enough to make you feel like your hard-earned money wasn't wasted.

Difficulty: Advanced

Company: Sir-Tech

Price: \$59

QuestBusters price: \$45

Free QuestBusters!

Check your mailing label for your expiration date. If it's November 1993 or later, you will get 13 issues for the price of 12 if you renew by November 1.

Wayne's World

Capstone made its mark in the software industry by obtaining great licenses and turning them into games that have ranged from very good to mediocre. Lately the quality has been high, and I expect it to remain that way because of the demands of software consumers — even if the games themselves aren't groundbreakers.

Wayne's World, Capstone's latest adventure, uses an intuitive interface and lots of *Wayne's World* images and sounds, but the game itself is probably too short for the die-hard fans. It is, however, just right for fans of the TV characters who are looking for a diversion between major adventures.

Quest for pizza

Wayne's World places *Saturday Night Live's* metalhead duo into a terrible position. Cable 10 Community Access Station, the station that airs their show, has been cut from the city's budget because of a money shortage and will soon go out of business. You must take Wayne and Garth to a number of locations in and around Aurora, Illinois, to collect the things they need for a successful Pizza-Thon that will make enough money for the station's salvation. A checklist of ten items they need for the Pizza-Thon (musical act, advertising, etc.) helps you narrow your search.

The interface is simple. A map is the means of access to a number of mostly one-screen locations. It begins in Wayne's basement, but

quickly switches to an overhead map when you guide Wayne and Garth up the stairs. On the map you can click on one of six areas to pop up a close-up of the area. Each area has at least two locations (represented by dots) you can visit. You click on the dots to leave Wayne's Mirthmobile (car) and investigate a location with the game's simple graphic interface.

The picture window of each location is like many of the current crop of graphic adventures. You see Wayne and Garth in a profile 3D view and can move them around

the screen as you manipulate objects to solve puzzles. Click on a spot on the screen, and both Wayne and Garth will walk there.

A row of command icons along the bottom of the screen accesses all other game functions. Here you can switch between characters, talk to characters, examine objects, pick up objects, push, pull, open, close, etc. The icons are intuitive and graphically show exactly what they represent, much like those of *Return to Zork*, though not animated.

A neat detail of the icons is that they depict the current character — Wayne or Garth — and change when you switch characters. For example, the talk icon has Wayne or Garth with lines coming out of his mouth. A special icon for "Extreme Close-Up" blows up certain items you may want to examine more

closely. It is also important to remember that each character has his or her own inventory; it is probably easier to let one of them hold everything.

Pizza-type puzzles

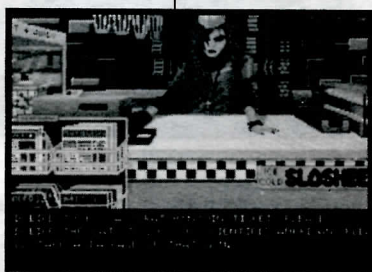
The puzzles in *Wayne's World* are all of the "use this object with that object" variety. Some require that you give a specific object to a specific person. Others involve a combination of objects. Regardless of the method, each puzzle eventually leads you to satisfying a requirement on the list of things you need for the Pizza-Thon. When you get everything ready for this fundraiser, you've won the game.

The puzzles are not obvious. In fact, many of them are nonsensical. Even if you fool around a little and take your time, I can't imagine this game taking more than a few hours to play. Despite this shortcoming, I think most people will enjoy the game. That enjoyment will largely come from

the humor infused throughout the game and its graphics, as well as the

extensive use of sound bites.

Wayne's World is a funny game. From the disabling of a wacky professor's robot and Garth's fear of the Suck-Cut automatic hair-cutting device, to the frantic search for a mouse mascot and a visit to Gilligan's incite at least a smile, if not a chuckle, from most players. The artists did a very good



Type Graphic adventure

System IBM Required:

386+, 640K, hard disk, VGA.

Supports: Ad Lib, Sound Blaster or Roland

Planned ports none

by Russ Ceccola

Continued on page 14

The Bloodstone

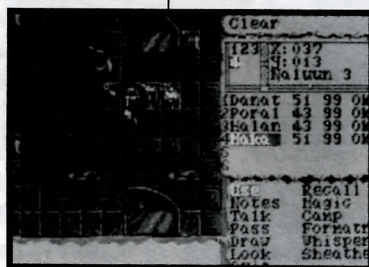
Eastern Tarq, where savage Taldors from the mountains once raided the Dwarves' subterranean chambers, is the domain of this grand adventure, for *The Bloodstone: An Epic Dwarven Tale* unveils the prehistory of the land where *The Magic Candle* took place. In the "old days," no complex moral or ethical questions cloud the issue of who to slay and why: a young Dwarf sets out to avenge his father's death by rallying the warring clans and defeat the Taldor, and that's really all you need to know to justify whacking Taldors and their deadly cohorts.

Several still scenes provide background by showing the Dwarf father dying in his son's arms and passing on a Magic Axe and a spell totem. It's far from cinematic, but sometimes in this complex world a simple and immediately comprehensible story line can be more entertaining than a lavish multimedia extravaganza.

The Bloodstone is role-playing in the grand tradition. Mindcraft says it's the last game that will use the *Magic Candle* engine. When this happens (at any company), it usually means they finally got out the bugs out and are about to introduce a new engine that brings with it a whole flock of new bugs — it happened with the past couple of *Ultimas*, for instance, and has almost come to be expected by role-players as part of being on the high-tech edge of computer gaming. The point is that we rarely get a bug-free game from a series these days until the second or third title.

Above the fray

The conventional 3-D, oblique overhead view, akin to the one employed in *Ultima*, and overhead map of the wilderness, will be familiar to all role-players. What I like about Mindcraft's implementation is the brisk animation and the way icons burst upon the wilderness map to announce a random encounter.



Encounters immediately lead to combat sequences in which you individually direct party members to defeat a number of foes. They are cleverly animated and use simple yet effective tricks to keep the battle fun —

which is important, because with a Dwarf-oriented story, you can count on lots of combat. The solo command spares you some work by authorizing a character with moves left in the current turn to make his own combat decisions for the rest of the turn.

Most of the herbs and mushrooms are combat-related and very useful. The 52-page manual provides insights into combat that stress using gonshi to increase the party's number of moves per turn, for instance, and which spells are most effective against monsters with more than 100 hit points.

Magic is based on seven

totems. Each totem serves the same function as a Circle or Ring, allowing you to learn and cast a group of related spells. The Chalta totem, for example, covers protection spells such as Disappear (invisibility). This twist on the *Magic Candle* system keeps things interesting for veterans of the series. Other notable carryovers are awakening an assortment of gods by whispering secret words, and a similar teleport system.

Race relations

At the outset, you can choose three warriors from a group of seven potential party members. Two more NPCs may be recruited on the quest.

Skills include standards, such as Archery and Swimming, and a few interesting ones such as

Soulreading and Tailor. The latter is one of several that affect the income a character makes if he takes a job.

Training is done at camps scattered

around the land. Property taxes must be high in this land, for classes are taught one-on-one. Training does not take place instantaneously, so the party can leave Goobak studying at the sword school while they pursue other activities, such as finding their own schools or taking jobs to earn gold.

Game designers: take note

Mindcraft's Note feature should

System IBM Requires:

286/12+, 640K, hard disk, 100% Microsoft-compatible mouse, VGA. **Supports:** Sound Blaster, Ad Lib, Disney Sound Source (2 megs XMS memory required for music and sounds with any board)

Planned ports none

by Shay Addams

Continued on page 14

DARK SUN:

A fresh vista awaits adventurer weary of getting beat up by monsters in SSI's Gold Box AD&D series — now they can get beat up in a whole new AD&D series, *Dark Sun*. Driven by SSI's new 16-bit engine, *Dark Sun* features more detailed graphics, a singular design and real-time combat with the AD&D Second Version rules.

Shattered Lands is "Volume I" in the new series.

Deep in the slavepens on the savage world of Athos, you and three other new gladiators must survive monster-filled battles in the arena until you escape in a scene that would have made Spartacus proud. Others have done so before, many eventually settling in villages in the wilderness. The ruling Drajian templars are planning a raid that will wipe them out before they become a threat, and your long-range goal is to unite the various groups to defeat the templars before they can carry out their Final Solution.

Psionics and Preservers

Characters are pregenerated, but you can "roll" a die that produces new stats, and the names may be changed. All characters begin as Psionics, and many may switch classes as they progress. Psionics have five combat spells from the beginning, so your initial party begins with four spellcasters. That's almost necessary for this combat-intensive quest. In addition to typical classes such as Fighter and Druid, there is a new one called Preserver. These are simply a variation on the spellcast-

ing Mage.

Dwarves and Elves, even Half-Elves, abound, as do Humans and Halflings and other races we've come to expect in an SSI game. A couple of new ones, Muls and Thri-kreen, add to the racial

tension inherent in the AD&D system. Muls are half-Human, half-Dwarf. Thri-kreen are six-legged insectoids — seven-foot

praying mantis-type creatures that are great in combat. They're also fun to watch hopping around the maze, so be sure to include one in your party.

The novelty of *Dark Sun*'s character system lies in its multiclass characters, which are reminiscent of the first *Wizardry*. After achieving moderate advances in one class, some characters can change classes. They lose their original class's abilities and benefits, however, until attaining a higher level in the new class than was reached in the previous one.

The quest goes on

Between fights in the arena, you can talk with other gladiators in the slavepen to get hints and background on the locale, its populace and what's expected of you in their part of the world. Dialogue appears at the

top, your choices below. Occasionally you can type in words, but so far only to comply with the copy protection that's required when you move between mazes.

The story gets more complex as you learn more about the relations between assorted races and groups, such as the mysterious Veiled Alliance. Naturally every "leader" you meet wants you to do something for him, and your decisions will determine which way the quest goes.

When you reach the warrens in the sewers, for example, the "nestmaster" Churr wants you to help them fight their adversaries to the north. But their leader says Churr kidnapped his daughter and implores you to rescue her. Now what? This design feature draws you into the story and turns *Dark Sun* into a true interactive experience instead of simply another combat-heavy RPG.

The view from the top

Peering down into the world of *Dark Sun*, you command a

scrolling view of an expansive map — you can even examine areas your party can't reach. The window auto-scrolls when the cursor touches the edge, and the effect is like the scrolling in

arcade machines, very smooth and fast.

It's as if you were looking through a window that you can move over the land. But it can be frustrating to see all those chests and other places to look for loot, and fantasize about the great



System IBM Requires:

386+, 640K, hard disk, high-density floppy, VGA, mouse, two megs RAM. **Supports:** Sound Blaster, Ad Lib, Pro Audio, Roland **Recommended:** 4 megs RAM

Planned ports none

by Shay Addams

SHATTERED LANDS

weapons and artifacts that surely must be waiting — if you can ever figure out how to get to them.

You can choose any character to represent the group as they stroll through the maze, or watch them all strut along as a group. If you get “lost” while scrolling all over the map, a convenient one-key command finds the party for you.

Another handy feature allows you to issue commands when you can’t even see the party.

While they are in the southwest corner, you can scroll up to the northeast corner, you can click on the site as their destination. The view switches back to the party and follows them as they tramp through the maze. It’s entertaining to sit back and watch. They may get sidetracked exploring a few rooms enroute, but so far no one has gotten stuck on an object or run amuck.

From the game menu, you can call up an automap of the current maze. The entire maze is displayed from the start, unlike RPGs that reveal only areas you have physically visited. Little dots show NPCs and your party. Click on an area on the automap, and you are returned to the 3-D view, which now shows the site you just selected. These controls make examining and moving around the large map manageable and even fun.

Cycling cursors

In the maze, you click the right button to cycle through “smart” cursors: an eye, a weapon (that automatically switches between

ranged and melee weapons if the character has both equipped) and an ordinary cursor are most commonly seen. Then you click the cursor on a person or object to interact with it. In many cases a small scroll-like window may

display other options, such as use, talk or look. By right-clicking on items, you can read a succinct description; on weapons, it shows the amount of

damage they can do. There are numerous keyboard shortcuts that will save time once you memorize them.

Inventory and spell management are conducted with a system similar to *Ultima Underground*. You click on icons of things to put them in a character’s hand, for instance. Nothing original here, but it’s slick and fun to fool around with — and a vast improvement over the Gold Box games.

Combat and magic are also much better in this incarnation of the AD&D system. Combat is resolved in the same maze view, not in a separate screen. To fight, you move the weapon cursor over a target; a red universal “no” symbol appears if you cannot attack the target due to distance or some other factor. You may also hit the “N” key to find the nearest target.

All battles are in real-time, and it’s very *real* real-time. Some battles will blaze right past you, the real-time action is so fast. I spent the first few matches flailing away on the right mouse button trying to get someone — anyone! — to

attack the half-dozen Thri-kreen that devastated my party repeatedly.

Magic and music

Magic is also easy to use. Jab the “C” key, and the magic menu shows runes with curious markings, which represent spells. Just point and cast, and watch the animated effects.

Music is used sparingly yet dynamically. No digitized voices, no digitized video. Otherwise the graphics and animation are very good. You can set the audio to run music through one board and digitized effects through another.

It takes a noticeable second or two to display the magic menu — which you’ll be using a lot — on a 486/33 with local bus video. This applies to most of the pop-up windows. On a 486, you won’t mind it, but on slower machines it might be rough.

An excellent manual furnishes in-depth info on spells, monster and other minutia. It is better illustrated than most manuals, but lacks an index.

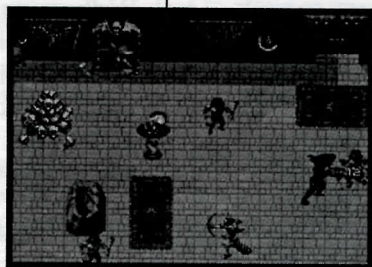
Conclusions: It’s no secret that I never liked the Gold Box games. *Dark Sun*, however, kept me coming back to the dungeon for more: more combat, more exploring, more story. Highly recommended, *Dark Sun* is more accessible to the casual role-player than the Gold Box games and will also satisfy the veteran AD&D player.

Difficulty: Advanced

Company: SSI

Price: \$79

QuestBusters price: \$69



WALKTHROUGH: Eternam

GENERAL

As in all Adventure Games, talk to everyone you meet for clues, advice, direction, information and items. Enter every location you can. Examine all locations. Take all items.

COMBAT

You can engage in as much combat as you'd like, or you can avoid most of it by quickly continuing to move along the roads to a location. Resting will return your health to maximum. Time is not a factor.

DIRECTIONS

All noted directions will be based upon your own viewing perspective. North is forward, South is back, East is to your right and West is to your left.

DUKE'S ISLAND DUKE'S CASTLE

Follow road to Duke's castle. Enter. N and W. Get sweetmeat. E. E. Get match. W and N to train. Train will push you south. Go N to hall past train. W to room with mirror. Get infrared glasses. E to central corridor and N to guard. Give sweetmeat to guard. North.

TRIBUNAL

Talk to Tribunal about Ordeals. W to map room, examine map. S to storeroom, get camera. N. E. E. S. to stairs up and entrance to cave. Up. W. S. S. E. to Jester. Note boat. W.W. Get onion skins. Return to cave entrance.

ORDEALS

Eyes: Stand under eyes and use onion skins.

Flames: Stand under both eyes, get soaked, run through flames. Log: Speak to create echo, cross log. Go N to caged monster,

by Fred J. Philipp

avoid, go W.

Slicer: Use infrared glasses to see invisible path.

Follow path to W.

Lever: Left up, right down.

Furniture: Don't move! Light the match.

Last room: Go to center of room for a lift.

DUKE

The Tribunal will give you a tiny knife. Go up stairs to Duke's sons room where you found the onion skins. Go N through secret passage and talk to Duke. He will give you money. Exit and return until he won't give you any more. Exit castle.

LEAVING ISLAND

Go around castle to road on opposite side. Follow road. Make sure you talk to old woman cleaning chimney in Temple of Roses. Ask her if you can help her. Get letter. Continue to follow road to waters edge. Wade through water to next island.

BARON'S ISLAND

OUTSIDE

Follow road to first house. Give Marianne the letter and get royalist rosette. Go to building with Charlotte. Tell her you'll be her agent. She will give you money. Exit and return until she won't give you any more. Locate house with old woman with an axe. If you have the rosette she'll give you the guild password to get into the secret room in the Tavern.

MIDDLEVILLE

Don't buy the compass, it's practically useless. Fight giant in

wrestling ring for money. Cut his pants with tiny knife to win. Walk around town and pick up the rackets. Check out the Tavern and secret room (tell barman you want something "strong"). Talk to the Ferryman.

JAILED

Walk on grass outside Baron de Basseville's house to get arrested. Speak to voices you hear outside cell. Suggest a present. Offer \$1,000 to little girl. Move brick and escape.

AUTHORIZATIONS

1. Baron de Basseville's: Enter house, N to Baron, talk to him.
2. Baron de Hauteville's: House is W of compass seller. Enter. E and N to Baron, talk. S. W. N. N. E. Hide behind screen. Use camera when Baroness is talking to Nuke. Return to Baron and show him the picture. Go to Ferryman and show two authorizations. Get on Ferry.

HIGH-TECH ISLAND

GETTING ADMITTED

You need to correctly answer 15 questions. The answers are as follows:

Choose first answer to questions 5, 6, 11, 16, 20.

Second answer to 1, 4, 9, 10, 15.

Third answer to 2, 3, 7, 8, 12, 13, 14, 17, 19.

Any answer will work on 18.

COMMANDER'S CITY

Pick up access card in Main Lobby. Down to level -1. Talk to engineer, get card. Up to level 1. Search drawers in your apartment, get card to level 3.

Other cards are: Level 3, check area outside room where people are trapped in time for card to level 4.

Level 4: Tell Capt. Skirt you want to see the commander for level 5 card. Ask Capt. Skirt how to get out of city for level 2 card.

PERISCOPE

Shake control panel at the Pumping Station outside city.

TRAPPED IN TIME

Go to level 1 in City and use stall in bathroom to return to Baron's Island. Buy star map in secret room. Teleport to City, outside, follow road to building with pool. Dive in pool. Talk to astronaut. Give map. Get flag. Return to where time travelers were.

EGYPTIAN TOMB

Use other stall to teleport to Egyptian Tomb. Enter, E, get rosy stone. W. Note symbol on wall. Continue W. Examine Genie lamp. Any answer. N to Hieroglyphics room.

HIEROGLYPHICS

Return to Mr. Spot. He will translate stone. Sketch the translation. Return to Tomb/Room. Cross floor by stepping on blocks that correspond to the alphabet: A, B, C etc.. (IN, E, N, W, W, S, W, W, N, E, N, EX4, S, S, E, NX3, WX3, N, OUT).

THE TOMB

Walk down Ramp and pick up sceptre. Knock down glass with sceptre. Drink contents of glass. N and E to Snake Room. Kill snakes. Stand under mirror and "SPEAK". Get all pieces of mirror (3). S, E, N to room with "X" on floor. Place big bit of mirror on "X". Move aside. Get small bit of mirror.

BARRIER

Go W to Statues Room. Take all statues except for first BLUE statue. Proceed S to stairs with knife and glass on floor. Get knife

and use it on yourself to put blood into glass. The electrified barrier will now be down.

STATUES

Enter room N of barrier. Place statues on floor: NORTH-YELLOW; EAST-BLUE; WEST-ORANGE. Place pieces of mirror: On stone at ramp, down in next room, N in next room, E in Snake Room. Return to room where you placed the statues.

ESCAPING

Walk to center of room and use rackets to rise up. Enter sarcophagus to get to Sphinx. Answer questions: 3, 3, 1. Enter Sphinx. Open sarcophagus. Take Rod of Miniaturization and use it.

THE BOAT

Return to Duke's Island, Duke's Castle, room with Jester and boat. Use rod on boat, take. Return to outside Commander's City. Go to Pumping Station. Activate boat. Use rod on boat. Enter boat.

DRAGOON'S ISLAND

INFORMATION

Take the road to the RIGHT and talk to the Hermit in the hut to find out what's going on and what you'll have to do. Heading back the other way you can visit Dr. Skallfass and Kobor for additional info. The only remaining dwelling is the Dragoon's Warren. Head for there.

DRAGOON'S WARREN

Enter and go up stairs. Pass through Chamber into Maze. Go through Maze to other Chamber. Get remote control bone. Talk to Alchemist. Tell him you will "Fetch Priest". Down, N, W through secret door. Talk to Priest.

W. You will be taken to Prince Odonai. Tell him your final wish is to take the "TEST".

HAREM

W to Harem. Talk to Concubines. Take three mushrooms. S to Chamber, move plank. Cross plank to pool, get diamond. Return to Harem. Eat GREEN mushroom. Exit to E.

DR. SKALLFASS

Return to Dr. Skallfass. Show him the flag. Give him the remote control bone. He will give you the Prince-killer outfit. Return to the Warren.

THREE DOORS

Go N to three doors. Enter any door. E to rock bands bedroom. Get bone and cannonballs. W to mirror. Cut mirror with diamond. W, put bone in iguana's mouth. North.

LOWER LEVEL

In Kitchen, hide behind column. When cook turns away, substitute ROUND mushroom for spices. Go to Prison. Put cannonballs in EMPTY CELL. Duke's son will give you a flute. Exit prison.

PRINCE ODONAI

Stand in front of Cobra head and play flute. Enter opening and use Prince-killer outfit on Odonai. Get snake-shaped key. Exit. Stand in front of Cobra again and use key. Enter lowest level.

FINALE

Pull lever on wall TWICE. Swim across. Push one of the stones. Replace stone when you see "GLOOP". Jump into pit. Walk up to Idol. Enter secret chamber. Go up and look out window. 

Keys to the Kingdoms

Lands of Lore

Unlimited Vaelan Cubes: from the character "equip" screen, place the Cube in your Fighter's primary hand. Return to the main view screen and click on the hand icon as if fighting with a regular weapon. The Cube will now appear in the cursor position, which you can place in your inventory, and will still be in the Fighter's hand as a weapon when you return to the "equip" screen. You can fill your entire inventory with Cubes if you like, but need only three to complete the quest. (This trick works only in the White Tower/Yvel area.)

Lockpicking: to increase this skill, which is particularly useful in Scotia's Castle, you must increase a character's Rogue skills. This is easily accomplished by equipping Baccatta with the crossbow, Valyrie, you find in the Opinwood Forest. Make the crossbow his primary weapon and use it until the game's final stage. After several "shots," Baccatta's Rogue skills will increase dramatically. Wearing the Jade Necklace also increases Rogue skills. By the time you reach the castle, Baccatta should have at least reach level six in Rogue skill, and Lockpicking will be a breeze.

Gary Gibbons

To get past pits in swamp, cast Freeze. To kill monsters on top of mine, click green skull on yourself. In mines, you must change lever and button to make teleporter to a square with four secret walls. The second key to door is down staircase filled with water (it will drain after pump is fixed). Use cube on Scotia's barrier.

Keep killing giant Orcs until you

get second cube. Use cube to kill undead soldiers in top of White Tower and Castle. In Castle, use diamond to free Dawn. In room with pits, you need to weight down plates. Check south wall for secret walls. To break dark shroud, you need four statues. To defeat Scotia, use Shard of Truth on Ruby of Truth. Use Whole Truth to defeat hear.

Darlene Baker

Lantern: to preserve oil, move and fight quickly in caves

Poison: use Heal spell to cure

Draracle's Cavern: on level one, attack cracked wall in NE corner with sledge (get from level two by falling into pit). On level three, put dagger in north niche; when lock appears on wall, use picklocks to open passage.

Gorkha swamp: Do not attack the Gorkha. Cast Freeze to cross pits. Witch doctor has hints on ingredients. Talk with Gorkha chieftain to learn about brass helmet. Kill the Living Stick (near blacksmith) and return helmet to chieftain, who will now give you the Ruby of Truth. Now talk with Dawn in Droek's wagon. Fill vials with honey from nests and swamp water from pits. Make sure you have Green Skull before entering Urbish mines: it's the only easy way to slay the guardian.

Urbish mines: second door south of the entrance, when you pass through the door, close it to open the second door. Search drawers for useful items.

Mines, level 1: turn switches until teleporter (teleport to entrance or on level 2) appears at end of path (east, then south)

Mines, level 2: when coming

near the gas section, cast Fireball to make explosion

Mines, level 3: use Green Skull to kill Stone Monsters and take Bloodstone

Mines, level 4: attack blocked passage with pick (from entrance level). Take coal and gear, use with machine on entrance level.

No name provided

To cure King: you need vial of swamp water, honey from hornets, heart from beasts at bottom of mine, and earth ingredient.

Upper Forest: explore and pick all locks. Use vial on hornet hive (your enemy) gets honey. Use Cube several times on Red Gate until Gate dissolves. You can find another Cube after fighting large numbers of Goblins in the north. Party cannot cross bridge, however, nor is this Cube good enough to open the next Red Gate.

Charles Jones

Betrayal at Krondor

Multiple Amulets of the Upright Man and Weedwalkers have cumulative effects. As soon as possible, equip each character with two Weedwalkers. The party can then successfully surprise almost anyone. As Stealth skill develops, you can probably reduce the number of Weedwalkers to one per character. To develop Lockpick skill, pick same lock over and over (boring, but it works). Store at Wolfram has excellent weapons and armor in bad repair for good prices.

If you target the Evil Seek spell at a creature that takes extra damage from it, all creatures subsequently

hit will also take extra damage. Target Firestorm at a creature that is blocking another foe. Hopefully the spell will push the blocking creature out of the way so you can cast spells at the other one.

Fetters of Rime: get this spell as soon as possible. Most, if not all, monsters are affected by it, and it can work when Grief of 1,000 Nights fails. Use it to freeze foes, then finish off hand-to-hand. Thy Master's Will isn't worth the inventory space to carry wyvern's eggs, so use Rime instead.

Betrayal: be sure to explore dungeon in northwest corner of the Elvandar forest — the hilt of Gaeda is there. Go to river's fork, then travel north along edge of western mountains to avoid the sleeping glades. There are Scrolls of Mad God's Rage in this dungeon and in the southwest corner of the forest. Be sure by the time you finish this chapter that Gorath and Owyn are well-equipped with such necessities as whetstones and armorer's hammers; these items are in short supply in the next chapter that features Gorath and Owyn.

Lands afar: harvest mana at large yellow crystals. Use mana to repair your crystal staff, needed to cast spells. Two secret caches at the southwest corner of the island hold Valheru armor and Strength Drain spells, needed to kill Elementals. Save Pug, then find Gamina in the dungeon near the rivers in the southeast part of the island.

Mad God's Rage: sneak up on the spellweavers. Immediately use Fetters of Rime to paralyze them, then slay them hand-to-hand. Use Fetters of Rime in final combat scene. Dreads are affected by weapons.

Michael Seid

Might & Magic: Clouds of Xeen

To fight multiple monster groups, walk sideways or backwards. They won't advance or fight unless you see them first. What you can't see won't hurt you, except doors. This works great with Mages or Dragons. Fight Sky Robbers (*DarkSide*) for gems and experience. Have Sorcerer enchant Plate Armor, then sell to get money.

Dennis Ewell

Weapons, from weakest to strongest: glass, iron, coral, crystal, silver, lapis, pearl, amber, steel, ebony, quartz, gold, platinum, ruby, emerald, sapphire, diamond, obsidian. Items of wood, bronze or brass are useless and should be sold.

If you have Prince of Thieves award from *Clouds of Xeen*, you can get +5 levels at 9, 14 of level 4 in the Southern Tower. For money, visit Gemstone mines. Get all gems, turn into weapons, sell and repeat.

Tommy Russell

World of Xeen

Luck +100 — B4: 2, 2
Armor +50 — F4: 14, 3
All stats +10 — D4: 12, 4
Might +100 — D1: 6, 13
+1,000 spell points — E1: 2, 10
Elemental Resistance +100 — B1: 14, 13
+2,500 hit points — A1: 2, 13
+50 levels — Dragon Clouds 23, 30
Enchanted Boulder: answer paladin
Top floor of Great Northern Tower: aie
Dragon Clouds: tell statue infinity
Olympus sewer password: tribbles
Eddie Deale

Day of the Tentacle

Getting lighter from cigar salesman (present): go upstairs, open second door. Use letter (the one Hoagie gets in mailbox) with inventor. Take Flag Gun. Go to salesman. Use Flag Gun with Lighter. Talk to salesman (get him to play his trick). Get Teeth by trapping them in the open grate. Give Teeth, Lighter and Cigar to Hoagie.

To get gold (past): go to Washington, give him Cigar. Wait. Give him Chattering Teeth. Wait. Take Blanket. Go on roof. Use Blanket with chimney. Go downstairs and take Gold Pen. Give pen to Edison in Lab.

To free Laverne from Tentacles: (future): go to doctor's office. Get Tentacle chart. Go back to Kernel. Go out ("to the bathroom") and send chart to Hoagie. Go back in. Go "to the doctor." Get on roof (through fireplace). Use crank (gotten from Bernard) with crank box. Use crank. Take flag. In past, go upstairs. Open second door. Use Tentacle chart with Designs. In future, use the flag.

Marc Zizka

Cobra Mission

After defeating the crime boss of West Cobra, search the room from which he emerged. If you don't, you can win the game but still may find the door locked later and miss out on one of the twelve photos.

J. Douglas Wellington

This month contributors Gary Gibbons and Darlene Baker were randomly selected to receive the game of their choice -- so send in your clues & tips today. (All submissions become property of Eldritch, LTD until May 12, 2317 A. D.)

Gateway 2 ... from 1

nearby location, so each area is practically self-contained; this reduces the need for restoring games you saved five hours ago to rummage around for a flashlight overlooked in the Living Room, for instance. And I've only run into one maze so far.

Lots of animations

Utilizing the same interface that served so well in the previous *Gateway* and the *Spellcasting* series, *Homeworld* looks and quests a lot like its predecessors — it's the extensive use of animated sequences that bestow *Homeworld* with verve and flair. Legend will introduce a new interface for its game in *Companions of Xanth*, due by Christmas.

There is a good deal more text in here than in most adventures, and a good deal more of it is presented in the form commonly seen in novels — genuine exposition. Not mere dialogue, exposition carries the transitions and other plot tools forward.

The SVGA graphics window is smaller than the full-screen illustrations of many adventures, giving the impression of a panel in a cartoon strip.

When you speak with someone, the face or figure fills the left side of the screen and a list of potential topics runs down the right. Click on one, and the person's reply replaces the menu. Character interaction is limited by such a system, but at least you get the information you need without having to hit anyone over the head with a Babel fish.

Music and sounds are better than average. The score suits the scene more subtly than in typical adventures, and I haven't turned it off yet for that very reason. You can still save and name so many games that it usually takes me at least three tries to remember

which one to restore. This and other aspects of the game design reflect the high degree of Legend's insight into how the adventure gamer thinks — this enables the designers and writers to anticipate the players' actions, so they can create humorous responses and results for them.

Conclusions: Legend's inventive story comes to life in the dynamic flow of events, underscored by a suitable soundtrack, transforming what might be a conventional science fiction adventure into an exciting interactive story. The puzzles' difficulty is toned down just enough to prevent you from getting stuck for long, though a few tough ones were tossed in to keep the hard-core crowd hard-core. (They give you a clue book with the game, just as they did with the first *Gateway*.) Visit *Homeworld* if you want a fast-paced, thought-provoking story with a wide mix of puzzles. 

Difficulty: Intermediate

Company: Legend Entertainment

Price: \$59

QuestBusters price: \$45

Wayne's ... from 6

job, capturing Wayne and Garth and their world in all its goofiness.

Wayne's World is no slouch in the audio department either. The music is repetitive, but the sound effects and many recorded sayings of Wayne and Garth liberally strewn throughout the game add a neat touch to the story. All the most popular *Wayne's World* phrases, from "Not!" to "Schwing!," are in here, as are an almost fully spoken introduction and various other sayings. You'll usually hear Wayne or Garth speak when you use an inappropriate command or goof up in some other way.

Conclusions: *Wayne's World* is one of Capstone's better games

and a lot of fun for the few hours you'll spend with it. It only takes up about six megs on your hard drive, so it should be easy to fit between *Krondor* and the *Ultima VII* group of games. I'm a big *Wayne's World* fan and honestly would never have expected a decent adventure game that would involve these two Illinois-based funsters, but Capstone surprised me. So run to your nearest software store, gingerly pick up the game box and place it on the counter and drop to your knees and chant "I'm not worthy!" NOT!!!! Then buy it.



Difficulty: Beginner

Company: Capstone

Price: \$49

QuestBusters price: \$45

Bloodstone ... from 7

be required on all adventure and role-playing games; perhaps Mindcraft could even patent and license it. You can set it to record text messages, in one of four levels of intensity, of all conversations as well as descriptions of events. You can also type notes directly into the note pad, which fills the left side of the screen, and even search for specific words. The search feature is a boon, dramatically reducing the amount of necessary note-taking and map-drawing.

Thanks to the Note features, I could not only find and study clues revealed by Jackson the bartender, but ponder again such momentous events as "Xeke talks to the ground" and "Maka talks to a chest."

Automapping is performed by dropping a pearl or pure alabaster into a Map Flask to reveal the nearby surroundings. It's a clever device that incorporates the idea of automapping into the story rather than just tacking it on. (Westwood Studios did the same

Swap Shop

Free ads for members only. 10 adventures per ad, original software with boxes only. * = clue book included.

ASSORTED SYSTEMS

Amiga, sell/trade, \$20 each: Darkseed, Legends of Valour. Hard Nova, \$10. All 3 for \$40. Shipping extra. Send list. Frank Skunicki, 8820 S 49th Ct, Oak Lawn IL 60453-1336

Mac, Iron Helix and Hell Cab (both CD). \$35 each, both for \$60. Bill Pryor, POB 221959, Carmel CA 93922

thing with the automapping in *Lands of Lore*.)

Only minor things got in the way of my fun in *Bloodstone*, and then only occasional letdowns like weapon prices not being listed in the menu when you go shopping, so you won't know what it costs until you attempt to buy something. Music and sound effects are nothing out of the ordinary, and special visuals manifest themselves too rarely.

Conclusions: Some elements, such as mushroom gathering and awakening different gods in their temples, remain true to the *Magic Candle* spirit, but the mood and tone of *Bloodstone* is darker and more foreboding. Other nuances, such as a totem-based magic system, also make *Bloodstone* its own game. A long-playing quest in the classic role-playing tradition, *The Bloodstone* is recommended for all hard-core Orc-slayers.

Difficulty: Intermediate

Company: Mindcraft

Price: \$39

QuestBusters price: \$35

ST, \$15 each: Xenomorph, Full Metal Planet, Torvak. Bob Reitz, 218 N Fourth St, Sunbury PA 17801

MSDOS & Quest-alikes

Trade/sell, \$20 each: Darklands, Might & Magic 3, Monkey Island 2, Elvira 2. \$15 each: King's Quest 5, Eye of Beholder, Prophecy of Shadow. \$12 each: Willy Beamish, Gateway to Savage Frontier, Death Knights. Want Conquered Kingdoms, Perfect General, Indy & Atlantis, Spellcasting 201, Gateway, Martian Memo, more. Send your list. Peter Dotto, 45561 Piute St, Temecula CA 92592

Want Neuromancer, buy/trade. Write for my list. Mike Spears, 1505 Bear Mtn Blvd #B, Arvin CA 93203

\$28 each: Lands of Lore 3", Krondor, Maniac Mansion. \$75 for all three, and I pay shipping. Many more; send SASE for list. Austin Hendricks, 155 Newell St, Pittsfield MA 01201

Trade/sell: Xeen, Spring Break, KQ 6, Leather Goddesses, Freddy Pharkas. Dee Ball, 731 Park Ridge Cir, Port Orange FL 32127

Sell only, \$8 each: Silver Blades, Death Knights, Tunnels & Trolls, Buck Rogers 1 & 2, Sorcerian. \$25 each: Clouds of Xeen, Black Gate & Forge, Dark Savant. Add \$3 shipping. Kevin Kwan, 111 Chrystie St #21, NYC NY 10002

\$10 each or trade: Colonel's Bequest, Conquests of Camelot, Codename Iceman, Ultima Trilogy, Magic Candle 1, Phantasie Trilogy, Tunnels & Trolls, Maniac Mansion, Loom, Bard 2, more. John Weis, 1704 Woodmont Dr, South Bend IN 46614

Sell only, \$40 each: CD Underworld 1 & 2, 7th Guest. Ultima 6 3", \$15. Darkside of Xeen 3", \$25. Terry Kwong, 1100 Howe Ave #245, Sacramento CA 95825

Trade/sell: Lost Files of Sherlock, Legends of Valour, Quest for Glory 1 VGA, Heart of China, Conan, Sherlock CD #1, more. Lars Batista, 540 Brickell Key Dr #1711, Miami FL 33131

Sell/trade: *Pool of Radiance, no box, \$12. *The Summoning, \$25. Unlimited Adventures, \$25. *King's Quest 6, no box, \$20. Paladin 2, \$20. Bard Construction, \$20. Want Lands of Lore, Cosmic Forge, Eric Unready CD. Tommy Russell, 519 Broadway, Bethpage NY 11714-2206

Sell/trade: Indy & Last Crusade 5", \$15. \$18 each, 3": Rise of Dragon VGA, Heart of China. \$20 each, 3": Conquest of Longbow, Monkey 1 or 2. \$25 each, 3": Police Quest 3, Space Quest 4. \$25 each, 5": King's Quest 5, Larry 5. Harvey Chin, 7758 Hansom Dr, Oakland CA 94605

Trade/sell: *Quest for Glory 1, *Space Quest 4, *King's Quest 5, *Police Quest 1, Dr. Brain. All 3", \$25 each. 5", \$5 for all: Fellowship of Ring, Witness, Arctic Antics. Will buy Larry 2, Quest for Glory 3, Freddy Pharkas. Greg Wright, 63 Furnace Trail South, HR 1 Box 648, Greenwood Lake NY 10925

Sell only, \$15 each: *Magic Candle 2, *Eye 2, Larry 5, Twilight 2000, Pool-Bonds-Blades Tri-pack. \$10 each: Heart of China (no box), Warlords, Tunnels & Trolls. Price includes shipping. Paul Kmosena, 5827 Emstan Hills Rd, Racine WI 53406

Sell only, \$20 each: Larry 1 (VGA) and 5, VGA Space Quest 1, Police Quest 1 & 2, Manhunter 1 & 2, Quest for Glory 2, Codename: Iceman, Gold Rush. Kevin Tyrrell, 9 Wake Robin Rd #507, Lincoln RI 02865

Trade only: Krondor, *Quest for Glory 3, *Monkey Island 2, Eric Unready, more. Want Dark Savant, World of Xeen, Indy & Atlantis CD, Realms of Arkania, Day of Tentacle CD, Lands of Lore. Clint Schauff, 725 Griffith #1, Manhattan KS 66502

Will buy 3" VGA only: Indy's Last Crusade, Monkey 1, Loom. Original box, docs required. Bill Steedly, 4355 Plantation Terrace, Ashburn VA 22011



QuestBusters: The Book of Clues: \$19

Quest for Clues 2, 3 or 4 \$25
(40 solutions in each)

Quest for Clues: Book of Swords .. \$17

Quest for Clues: Book of Orbs \$17
(20 solutions in each)

Official Book of Ultima \$17
(solutions to Ultimas 1-7, Underworld
1, Savage Empire, Martian Dreams)

King's Quest Companion \$20

Space Quest Companion \$20

Quest for Clues 1: photocopies of
solutions \$2
each to USA, others add \$1 each

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